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-	73	hotsync	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/05/13 15: 39
-	41	"6219694"	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/05/13 14: 58
-	1	"6098076".PN.	USPAT; US-PGPUB	2003/05/13 15: 15
-	1	"6044381".PN.	USPAT; US-PGPUB	2003/05/13 15: 16
-	1	"5943676".PN.	USPAT; US-PGPUB	2003/05/13 15: 16
-	1	"5884323".PN.	USPAT; US-PGPUB	2003/05/13 15: 16
-	1	"5757669".PN.	USPAT; US-PGPUB	2003/05/13 15: 17
-	1	"5729735".PN.	USPAT; US-PGPUB	2003/05/13 15: 17
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-	1	"5951638".PN.	USPAT; US-PGPUB	2003/05/13 15: 27
-	1	"5867821".PN.	USPAT; US-PGPUB	2003/05/13 15: 28
-	1	"5864604".PN.	USPAT; US-PGPUB	2003/05/13 15: 28
-	1	"5857201".PN.	USPAT; US-PGPUB	2003/05/13 15: 28
-	1	"5761439".PN.	USPAT; US-PGPUB	2003/05/13 15: 28
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-	0	(inbox adj folder) with synchronize	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/05/13 15: 39
-	21	(inbox adj folder) and synchron\$6	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/05/13 15: 50
-	22	email adj synchroniz\$6	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/05/13 15: 48

-	32	analytic adj algorithm	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/05/13 16: 26
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-	6	extended adj ansi adj sql	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/05/13 16: 36
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-	6	(status adj icon) and outlook	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/09/24 12:20
-	80	(status adj icon) and (email or e-mail)	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/09/24 13:24
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-	18	invisible adj link	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/09/24 16:16
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-	1	finite adj distributive adj lattice	USPAT; US-PGPUB; EPO; JPO; IBM_TDB	2003/09/25 13:34



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Relevance scale ☐ ☐ ☐ ☐ ☐1 [Conduit cascades and secure synchronization](#)

Simon N. Foley

February 2001 **Proceedings of the 2000 workshop on New security paradigms**Full text available: pdf(586.27 KB) Additional Information: [full citation](#), [references](#), [index terms](#)2 [Flow synchronization protocol](#)

Julio Escobar, Craig Partridge, Debra Deutsch

April 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 2Full text available: pdf(1.26 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)3 [Virtual synchronization: uncoupling synchronization annotations from synchronization code](#)

Stephan Reitzner

February 1998 **Proceedings of the 1998 ACM symposium on Applied Computing**Full text available: pdf(542.80 KB) Additional Information: [full citation](#), [references](#), [index terms](#)**Keywords:** concurrent object oriented programming, inheritance anomaly, synchronization4 [Synchronization in portable device drivers](#)

Stein J. Ryan

October 1998 **ACM SIGOPS Operating Systems Review**, Volume 32 Issue 4Full text available: pdf(682.28 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

We present an overview of the synchronization mechanisms offered to device drivers by different operating systems and develop a foundation for writing portable device drivers by unifying these mechanisms. Our foundation has been used to implement an efficient portable cluster adapter driver for three different operating systems as part of the runtime system for a heterogeneous PC cluster. We show how our portable synchronization mechanisms map to the native synchronization mechanisms of these th ...

**Keywords:** device drivers, operating systems, portability, synchronization

## 5 Synchronization in portable device drivers

Stein J. Ryan

January 1999 **ACM SIGOPS Operating Systems Review**, Volume 33 Issue 1

Full text available:  [pdf\(684.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

We present an overview of the synchronization mechanisms offered to device drivers by different operating systems and develop a foundation for writing portable device drivers by unifying these mechanisms. Our foundation has been used to implement an efficient portable cluster adapter driver for three different operating systems as part of the runtime system for a heterogeneous PC cluster. We show how our portable synchronization mechanisms map to the native synchronization mechanisms of these th ...

**Keywords:** device drivers, operating systems, portability, synchronization

## 6 Dealing with synchronization and timing variability in the playback of interactive session recordings

Nelson R. Manohar, Atul Prakash

January 1995 **Proceedings of the third ACM international conference on Multimedia**

Full text available:  [htm\(85.28 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** collaboration environments, media integration and synchronization, session capture and replay

## 7 Foundation of a framework to support knowledge management in the field of context-aware and pervasive computing

Philipp Amann, Gerald Quirchmayr

January 2003 **Proceedings of the Australasian information security workshop conference on ACSW frontiers 2003 - Volume 21**

Full text available:  [pdf\(761.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we propose a framework to combine Knowledge Management and context-aware and pervasive computing, emphasizing on synchronization and adaptation issues of workflow processes in mobile settings. The key aspect of the proposed framework is to enable adaptive, two-way interaction between context-aware systems and users in mobile settings. In contrast to existing concepts, we aim at capturing active feedback from users, which should contribute to the *Organizational Memory*, after ...

**Keywords:** WfMS, adaptability, context-awareness, knowledge management, local autonomy, pervasive computing, synchronization

## 8 Feedback techniques for continuity and synchronization in multimedia information retrieval

P. Venkat Rangan, Srinivas Ramanathan, Srihari Sampathkumar

April 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 2

Full text available:  [pdf\(2.07 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Future advances in storage and networking technologies will make it feasible to build


multimedia on-demand information servers capable of providing services similar to those of a neighborhood videotape rental store over metropolitan area networks. Such multimedia information servers must not only support retrieval of continuous media units (such as video frames and audio samples), but also preserve synchrony among playback of the different media components constituting a multimedia object. ...

**Keywords:** intermedia synchronization, intramedia continuity, multimedia, multimedia on-demand information services, synchronization

## 9 Synchronizing clipboards of multiple computers

Robert C. Miller, Brad A. Myers

November 1999 **Proceedings of the 12th annual ACM symposium on User interface software and technology**

Full text available:  pdf(24.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a new technique for transferring data between computers, the synchronized clipboard. Multiple computers can share a synchronized clipboard for all clipboard operations, so that data copied to the clipboard from one computer, using the standard Copy command, can be pasted directly on another computer using the standard Paste command. Synchronized clipboards are well-suited for a single user moving data among several computers in close proximity. We descr ...

**Keywords:** Java, Pebbles, data transfer, distributed systems, drag-and-drop, file transfer, network clipboard, pick-and-drop, synchronized clipboard, ubiquitous computing

## 10 Technical papers: software architecture: Advanced control flows for flexible graphical user interfaces: or, growing GUIs on trees or, bookmarking GUIs

Paul T. Graunke, Shriram Krishnamurthi

May 2002 **Proceedings of the 24th international conference on Software engineering**


Full text available:  pdf(1.30 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

Web and GUI programs represent two extremely common and popular modes of human-computer interaction. Many GUI programs share the Web's notion of *browsing* through data-and decision-trees. This paper compares the user's browsing power in the two cases and illustrates that many GUI programs fall short of the Web's power to clone windows and bookmark applications. It identifies a key implementation problem that GUI programs must overcome to provide this power. It then describes a theoretical ...

## 11 Virtual environments at work: ongoing use of MUDs in the workplace

Elizabeth F. Churchill, Sara Bly

March 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the international joint conference on Work activities coordination and collaboration**, Volume 24 Issue 2

Full text available:  pdf(1.39 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In recent years much attention has been paid to network-based, distributed environments like text-based MUDs and MOOs for supporting collaborative work. Such environments offer a shared virtual world in which interactions can take place irrespective of the actual physical proximity or distance of interactants. Although these environments have proven successful within social, recreational and educational domains, few data have been reported concerning use of such systems in the workplace. In this ...


**Keywords:** MUDs, collaboration, computer mediated communication, coordination,

distributed teams, informal conversations, interviews

12 Papers: collaborating through documents: FLANNEL: adding computation to electronic mail during transmission

Victoria Bellotti, Nicolas Ducheneaut, Mark Howard, Christine Neuwirth, Ian Smith, Trevor Smith

October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**

Full text available:  pdf(374.21 KB) Additional Information: [full citation](#), [abstract](#), [references](#)


In this paper, we describe FLANNEL, an architecture for adding computational capabilities to email. FLANNEL allows email to be modified by an application while in transit between sender and receiver. This modification is done without modification to the endpoints---mail clients---at either end. This paper also describes interaction techniques that we have developed to allow senders of email to quickly and easily select computations to be performed by FLANNEL. Through, our experience, we explain ...

**Keywords:** communications channel, computational email, electronic mail, web applications

13 Linking and messaging from real paper in the Paper PDA

Jeremy M. Heiner, Scott E. Hudson, Kenichiro Tanaka

November 1999 **Proceedings of the 12th annual ACM symposium on User interface software and technology**

Full text available:  pdf(344.36 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

It is well known that paper is a very fluid, natural, and easy to use medium for manipulating some kinds of information. It is familiar, portable, flexible, inexpensive, and offers good readability properties. Paper also has well known limitations when compared with electronic media. Work in hybrid paper electronic interfaces seeks to bring electronic capabilities to real paper in order to obtain the best properties of each. This paper describes a hybrid paper electronic system — the ...

**Keywords:** augmented reality, hybrid paper electronic interfaces, hyperlinking, interaction on paper, interaction techniques

14 Synchronizing ABD networks

Gerard Tel, Ephraim Korach, Shmuel Zaks

February 1994 **IEEE/ACM Transactions on Networking (TON)**, Volume 2 Issue 1

Full text available:  pdf(581.90 KB) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

15 Synchronizable test sequences based on multiple UIO sequences

Wen-Huei Chen, Hasan Ural

April 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 2

Full text available:  pdf(820.03 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

16 Performance study of synchronization schemes on parallel CBR video servers

Chow-Sing Lin, Wei Shu, Min-You Wu

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 2)**

Full text available:  pdf(562.34 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** CBR, parallel video server, synchronization

17 Session 7: RoamWare: an integrated architecture for seamless interaction in between mobile meetings

Mikael Wiberg

September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work - Volume 2001**

Full text available:  pdf(603.03 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


This paper reports the final step of a research project that has aimed at developing novel meeting support for mobile CSCW (Computer Supported Cooperative Work). The underlying idea was to integrate spontaneous mobile meetings with in between meeting support, and divide the use between different situations rather than users attention. We propose a novel integrated architecture called RoamWare that illustrates the concepts of divided use, invisible computer support, and seamless ongoing interacti ...

**Keywords:** PDA use, integrated architecture, interaction across physical and virtual meetings, invisible computer support, mobile CSCW, ubiquitous computing

18 The time-constrained barrier synchronizer and its applications in parallel systems (abstract)

Der-Chung Cheng, Kanad Ghose

April 1992 **ACM SIGARCH Computer Architecture News , Proceedings of the 19th annual international symposium on Computer architecture**, Volume 20 Issue 2

Full text available:  pdf(49.66 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

A barrier synchronizer, allowing processors to participate dynamically by letting them register their intent to participate within a timeout period, is presented. The synchronizer allows some applications - like software combining and highly concurrent queue operations - to be implemented in a rather unconventional but highly efficient manner. The barrier synchronizer generates successive time windows, allowing requests within the same window to be combined, thus ensuring a more-or-less fix ...

19 Synchronization models for multimedia presentation with user participation

B. Prabhakaran, S. V. Raghavan

September 1993 **Proceedings of the first ACM international conference on Multimedia**

Full text available:  pdf(53.41 KB)  ps(79.89 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

20 Eliminating synchronization bottlenecks using adaptive replication

Martin C. Rinard, Pedro C. Diniz

May 2003 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 25 Issue 3

Full text available:  pdf(826.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This article presents a new technique, adaptive replication, for automatically eliminating synchronization bottlenecks in multithreaded programs that perform atomic operations on



objects. Synchronization bottlenecks occur when multiple threads attempt to concurrently update the same object. It is often possible to eliminate synchronization bottlenecks by replicating objects. Each thread can then update its own local replica without synchronization and without interacting with other threads. When ...

**Keywords:** Atomic operations, commutativity analysis, parallel computing, parallelizing compilers, replication, synchronization

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